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**Amendments to the Claims**

1. (Cancelled)

2. (Cancelled)

3. (Cancelled)

4. (Cancelled)

5. (Cancelled)

6. (Cancelled)

7. (Cancelled)

8. (Cancelled)

9. (Cancelled)

10. (Currently Amended) A method of rendering a defined output from an output definition, comprising the steps of:

(i) receiving through a communications network, a predefined output definition to be rendered;

(ii) parsing said output definition to identify ~~at least one~~ or more texture expressions to be employed in said rendered output, at least one of the texture expressions comprising a mathematical expression defining a texture;

(iii) evaluating each ~~said at least one~~ texture expression in terms of one or more texture expression evaluation parameters ~~at least one texture expression evaluation parameter~~ defined in said output definition to obtain a texture output; and

(iv) rendering said defined output with each said texture output[[[:]].

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wherein at least one of said texture expressions produces an audio texture, said ~~at least one~~ texture expression evaluation parameters [[is]] include a time-based parameter, and said time-based parameter comprises an elapsed time from a user interface event.

11. (Currently amended) ~~The~~ A method as claimed in claim 11 [of claim 8], wherein said at least one texture expression evaluation parameter comprises coordinates for pixels on a rendered display.

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (New) A method as claimed in claim 11, wherein said texture expression evaluation parameters include at least one oscillation function.

16. (New) A method of rendering a defined output from an output definition, comprising the steps of:

receiving, through a communications network, a predefined output definition to be rendered;

parsing said output definition to identify one or more texture expressions to be employed in said rendered output, at least one of the texture expressions comprising a mathematical expression defining a texture;

evaluating each texture expression in terms of one or more texture expression evaluation parameters to obtain a texture output, said texture expression parameters including an oscillation function; and

rendering said defined output with each said texture output.

17. (New) A method as claimed in claim 16, wherein at least one of said texture expressions produces an audio texture.

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18. (New) A method as claimed in claim 16, wherein said texture expression evaluation parameters include a time-based parameter.
19. (New) A method as claimed in claim 18, wherein said time-based parameter comprises an elapsed time from a user interface event.
20. (New) A method as claimed in claim 16, wherein said texture expression evaluation parameters include coordinates for pixels on a rendered display.
21. (New) A method as claimed in claim 10 wherein said output definition is a markup language document.
22. (New) A method as claimed in claim 16 wherein said output definition is a markup language document.
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